

Listing of the Claims:

Please amend the claims as follows and replace all prior versions and listings of the claims in the application with the following listing of claims:

- 1-12. (Canceled)
13. (Currently Amended) A method for providing simultaneous context based audio interaction among a plurality of participants in a network based gaming environment, the method comprising:
establishing a network based game environment containing a identifications for a plurality of game participants;
maintaining a game state profile for each one of the game participant identifications; and
~~establishing one or more~~ a plurality of concurrent voice over internet protocol based audio conferences within the same network based game environment among the game participants based upon the game state profiles, each voice over internet protocol based audio conference comprising two or more game participants having one or more shared game contexts.
14. (Original) The method of claim 13, wherein the step of maintaining a game state profile comprises maintaining a game state profile for each participant in a single centralized game server.
15. (Withdrawn) The method of claim 13, wherein the step of maintaining a game state profile comprises maintaining a game state profile for each participant in each one of a plurality of distributed game servers associated with each participant.
16. (Original) The method of claim 13, wherein the step of establishing an audio conference comprises establishing a session initiation protocol based voice over internet protocol based audio conference.

17. (Currently Amended) The method of claim 13, wherein the step of establishing an the plurality of audio conference comprises determining ~~at least one~~ a plurality of distinct groups of game participants and associating one of the plurality of groups with one of the plurality of audio conferences, each group having at least two game participants possessing a the shared context that permits the transmission or receipt of audio communications among game participants in that group.
18. (Currently Amended) The method of claim 17, further comprising modifying one of the groups of participants based upon changes in the game state profiles of game participants in the group.
19. (Currently Amended) The method of claim 18, wherein the step of modifying the group of participants comprises removing participants or adding participants from the audio conference associated with that group of participants.
20. (Canceled)
21. (Currently Amended) The method of claim ~~17~~ 20, further comprising dynamically switching at least one participant between two distinct groups.
22. (Original) The method of claim 13, wherein the step of establishing an audio conference comprises delivering an audio signal to each audio conference participant that comprises the sum of all received audio signals from all other audio conference participants.
23. (Original) The method of claim 13, wherein the step of establishing an audio conference comprises determining an audio feature vector for each pair of audio conference participants based upon the game state profiles associated with the participants; and modifying audio signals transmitted between the pair of audio conference participants in

accordance with the audio feature vector.

24. (Original) The method of claim 23, wherein the audio feature vector comprises information about distance, direction, communication medium, transmission frequency or transmission amplitude.
25. (Original) The method of claim 23, further comprising modifying the audio feature vector in response to changes in the game state profiles of the audio conference participants.
26. (Currently Amended) A computer readable medium containing a computer executable code that when read by a computer causes the computer to perform a method for providing simultaneous context based audio interaction among a plurality of participants in a network based gaming environment, the method comprising:
establishing a network based game environment containing a identifications for a plurality of game participants;
maintaining a game state profile for each one of the game participant identifications; and
~~establishing one or more~~ a plurality of concurrent voice over internet protocol based audio conferences within the same network based game environment among the game participants based upon the game state profiles, each voice over internet protocol based audio conference comprising two or more game participants having one or more shared game contexts.
27. (Original) The computer readable medium of claim 26, wherein the step of maintaining a game state profile comprises maintaining a game state profile for each participant in a single centralized game server.
28. (Withdrawn) The computer readable medium of claim 26, wherein the step of maintaining a game state profile comprises maintaining a game state profile for each participant in each one of a plurality of distributed game servers associated with each

participant.

29. (Original) The computer readable medium of claim 26, wherein the step of establishing an audio conference comprises establishing a session initiation protocol based voice over internet protocol based audio conference.
30. (Currently Amended) The computer readable medium of claim 26, wherein the step of establishing ~~an~~ the plurality of audio conference comprises determining ~~at least one a~~ plurality of distinct groups of game participants and associating one of the plurality of groups with one of the plurality of audio conferences, each group having at least two game participants possessing a the shared context that permits the transmission or receipt of audio communications among game participants in ~~thate~~ that group.
31. (Currently Amended) The computer readable medium of claim 30, further comprising modifying one of the groups of participants based upon changes in the game state profiles of game participants in the group.
32. (Currently Amended) The computer readable medium of claim 31, wherein the step of modifying the group of participants comprises removing participants or adding participants from the audio conference associated with that group of participants.
33. (Canceled)
34. (Original) The computer readable medium of claim ~~30~~3, further comprising dynamically switching at least one participant between two distinct groups.
35. (Original) The computer readable medium of claim 26, wherein the step of establishing an audio conference comprises delivering an audio signal to each audio conference participant that comprises the sum of all received audio signals from all other audio

conference participants.

36. (Original) The computer readable medium of claim 26, wherein the step of establishing an audio conference comprises determining an audio feature vector for each pair of audio conference participants based upon the game state profiles associated with the participants; and
modifying audio signals transmitted between the pair of audio conference participants in accordance with the audio feature vector.
37. (Original) The computer readable medium of claim 36, wherein the audio feature vector comprises information about distance, direction, communication medium, transmission frequency or transmission amplitude.
38. (Original) The computer readable medium of claim 36, further comprising modifying the audio feature vector in response to changes in the game state profiles of the audio conference participants.